

Waterfront Ordnance Handling

- Standing HERO/Waterfront handling days designated in SOPAINST as Tues & Thurs
- “Dead” day in between is not efficient
 - Ship stays at B-3 or C-1 an extra day
 - Decreases flexibility during high port load
 - Momentum / focus on ordnance evolution is lost
- OP-5 (para 2-5.2.5)
 - Evolution normally complete in 24 hours, can’t exceed 48 continuous hours
 - Limits 1.1 / 1.2 logistics movement to one per inport period

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- Propose modification to SOPAINST / HERO Bill
 - Tuesday& Wednesday (or Wednesday & Thursday)
 - Eliminates “one-day layover” for ships at ordnance handling berth
 - Increases flexibility for HOPS during high port loading (berth availability)
 - Compliance w/ OP-5 requirements

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- 2-5.2.5. Logistics movements of hazard C/D 1.1 and 1.2 ammunition (except special weapons) are limited to one evolution per inport period for any ship... An evolution is defined as an onload or offload of ammunition... A single evolution will normally be scheduled to allow completion within a 24-hour period but will not exceed a continuous 48-hour time period.